

# Alpha Alphabet

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for the John Sands Sega SC3000 Computer

**ALPHA ALPHABET** is one of a series of challenging and fun **SPYCATCHER** games for your John Sands Sega SC3000 Computer which demand **fast thinking, fast action and extreme concentration** on the part of players as they attempt to detect and prevent spies from crossing the river! As the game progresses the lies get more difficult to detect making the ultimate goal of reaching **Spycatcher Level 8** status quite difficult. How long will it take you to do it? An amazing **COSMIC SPECTACULAR** sound and light show awaits you when you finally do it!

As well as being an exciting game in its own right each member of the **SPYCATCHER** series has the added benefit of also dramatically improving the accuracy and speed of your calculating skills in important areas such as Metrics, Roman Numerals, Alphabetical Order and General Maths. Now the kids can spend ages in front of the TV and you'll **know** that they're not wasting their time!

Although **SPYCATCHER LEVEL 8** status will probably take some time to achieve, each game begins at a relatively easy level enabling players of **all ages and abilities** to achieve some degree of success.

A sound knowledge of alphabetical order is essential for young and old. Whether we are looking up a name in the telephone directory, a word in a dictionary or trying to find a book in the library, a well developed skill in this area is invaluable. For the most part all that is needed to develop this skill is practice and **ALPHA ALPHABET** provides you with this practice in the form of a fun and exciting game!

To play you have to carefully examine Alpha soldiers as they swim across the river. As each one leaves the bank he will give you a secret Alpha Code such as "E H M P W". True Alpha Codes always consist of a series of letters in strict alphabetical order. If any letter is out of order then the code is a lie. Your task is to pick the spies before they reach the other side by determining if the code is a lie or not! If you find a spy you must press the **SPACE BAR**. This will bring a helicopter roaring down out of the sky to carry the spy off to an underground prison! All of the programs in the **SPYCATCHER** series are complex

in construction with much use made of the Sega SC3000's excellent colour graphics and sound capabilities. However they are all extremely easy to use - the SPACE BAR is the only key a player ever needs to press!

## INSTRUCTIONS

1. LOAD program. Refer Tape loading instructions
2. After reading the instructions press the SPACE BAR to begin.
3. You will then see the 6 Alpha soldiers lined up on the left-hand side of the river waiting to cross. Before long the first one will dive in and start swimming across. As he does this he presents you with a secret Alpha Code such as:

H K S U V

True Alpha Codes consist only of letters in strict alphabetical order. If any letter is out of order then the code is a lie! As everybody knows **all spies lie!** Thus your job is to detect whether a soldier has lied **before** he reaches the safety of the right bank. Pressing the SPACE BAR will bring a helicopter roaring down out of the sky to carry him off to an underground prison. If you allow a spy to reach the other side the game is over! **WARNING:** If you 'capture' an honest soldier you are instantly dismissed as a spycatcher and the game is over!

4. This process is repeated until all soldiers/spies have left the left bank. If you have successfully caught all spies (and **only** spies) you will be awarded the status of **Spycatcher Level 1!** The next step is to attempt to gain the status of **Spycatcher Level 2.**

5. To do this you have to vet another 6 soldiers who present you with slightly more difficult Alpha Codes to evaluate.

6. As you move up through the levels towards the ultimate goal of reaching the status of **Spycatcher Level 8** the soldiers present you with even more difficult Alpha Codes. When you do finally finish the game you will not only have considerably improved your alphabetical order/location skills but will also be treated to an amazing **COSMIC SPECTACULAR** sound and light show! Here is the complete alphabet:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

**GOOD LUCK!**

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Other programs in the **SPYCATCHER** series:

<b>Whiz Kid Mental Arithmetic</b>	(Improves Mental Calculation skills)
<b>Roman Numbers-Up</b>	(Improves Roman Numeral skills)
<b>Metric Mentals</b>	(Improves Metric Relationship skills)

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# Tape loading instructions

For John Sands Sega SC3000 Personal Computer

- 1 Connect computer as shown on the user instruction card and insert BASIC cartridge
- 2 Connect a lead from the earphone socket of the tape recorder to the 'IN' socket at the back of the computer
- 3 Switch the computer on
- 4 While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen
5. Insert the tape in the tape recorder and press the play button. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer
6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear meaning that you will have to rewind the tape and go to step 4 and try different levels
- 7 To start the program press the key with RUN above it along with the FUNC key, the program will then begin
- 8 There are two copies of the program on the labelled side of the tape separated by approx. 10 second gap

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